Mesh Network Architecture for Enabling Inter-Spacecraft Communication
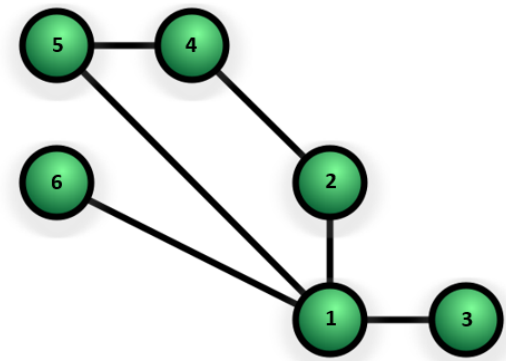
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- Primary Goal: Implement a mesh network communication architecture to enable spacecraft collaboration and reduce ground communication requirements.

- Driving design requirements:
  - Peer-to-peer network design without a master control node.
  - Adaptability and re-configurability.
  - Data relay.
  - Hardware independence.

- Network is based on a Time Division Multiple Access (TDMA) scheme.
- Each network node has an assigned broadcast slot during which it can send data and the other network assets will receive.
- Network parameters are configurable to allow for adapting the network for different applications.
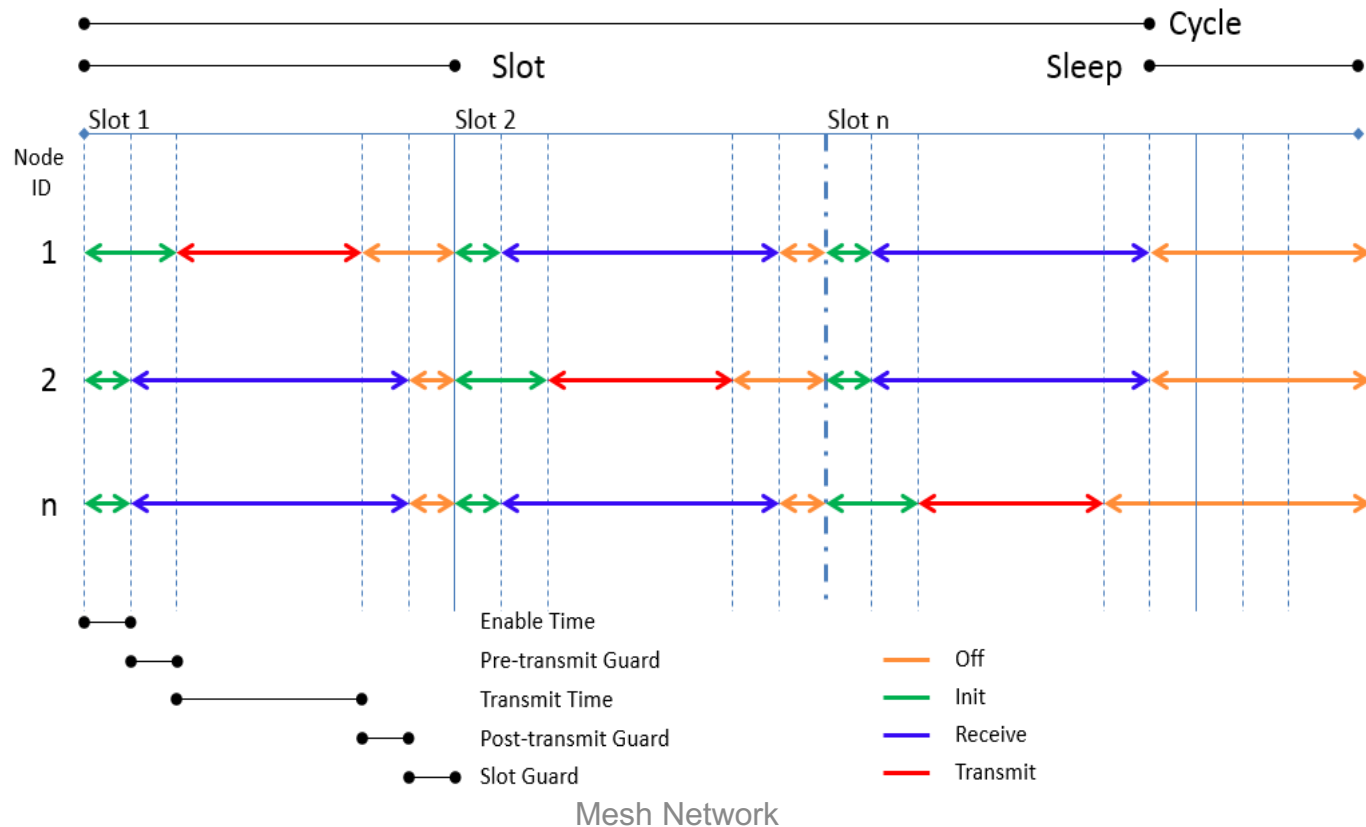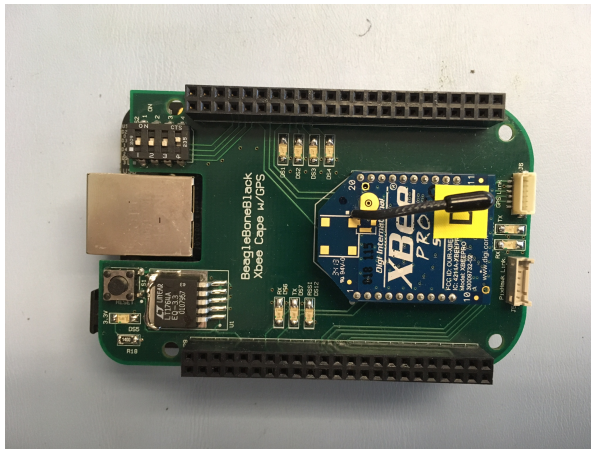
- Initial software development was performed in Python.
- Network logic was ported to VHDL for the current generation which uses an FPGA to further refine networking timing.
- C++ implementation also available.
- The BeagleBone Black single-board computer was chosen as a flight computer analog for rapid hardware evolution and testing.
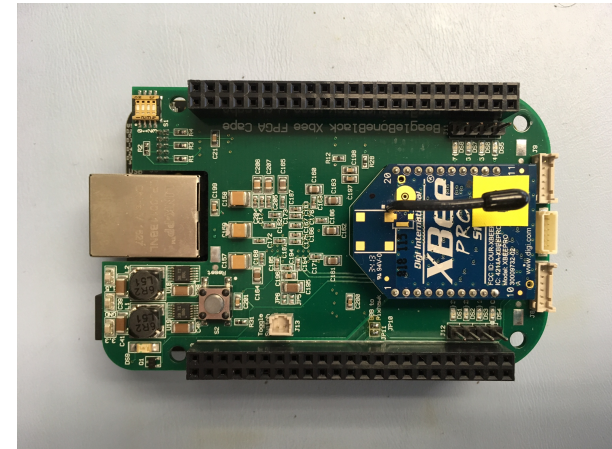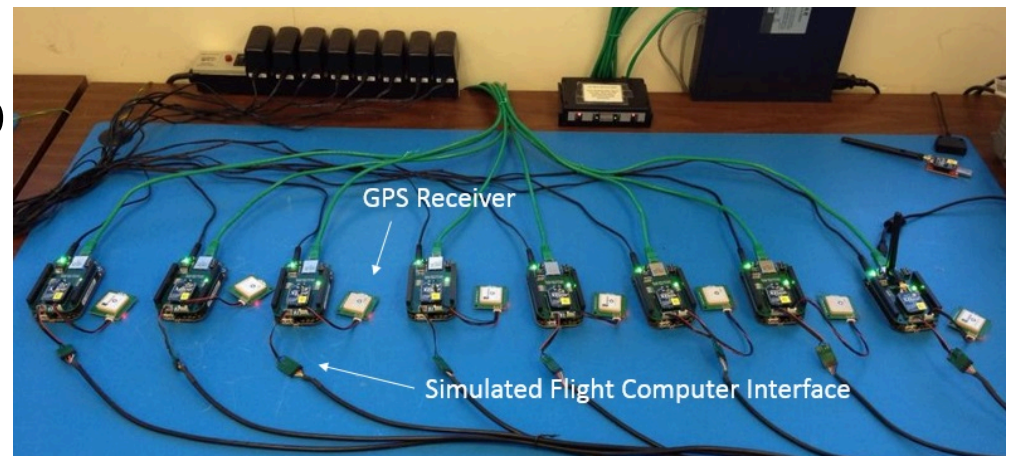
2nd generation XBee node

2nd generation AstroDev node
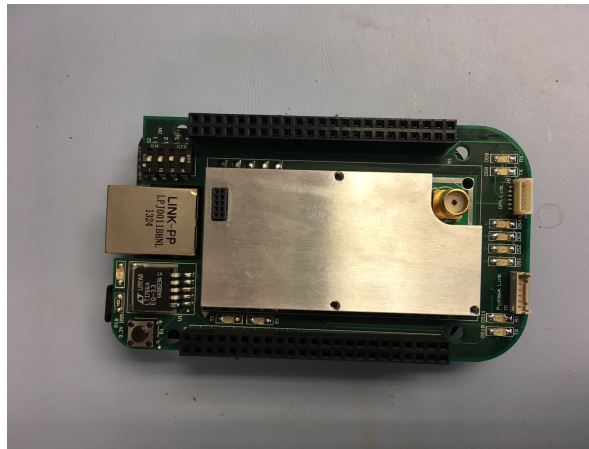
3rd generation FPGA node

- To stress test and prove out the network control, small unmanned aerial vehicles were used as a flight test platform.

- A spacecraft deployment scenario was tested via simulation.

GPS Receiver

Simulated Flight Computer Interface

https://www.youtube.com/watch?v=oH9C43To3Dk

Conclusion

- A peer-to-peer, master-free mesh network was developed and demonstrated to enable collaboration between spacecraft and reduce reliance on ground communication.

- Future development goals:
    - Implement dynamic, autonomous network reconfiguration to reduce dependence on prior knowledge of the number of network assets.
    - Move to a flight-ready hardware and software implementation to prepare for future flight opportunities.

Software available open-source from the NASA Software Catalog:
https://software.nasa.gov

Or from the NASA Github site:
https://www.github.com/nasa/meshNetwork